

AMENDMENTS TO THE CLAIMS

1. (currently amended) A recording medium having recorded therein a program and data used on a program execution system which comprises a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request as an operational instruction into the program execution device, and a display device for displaying an image output from the program execution device, wherein the program comprises ~~a step the steps of:~~

generating a virtual game character based at least on appearance and personality parameters of the virtual game character entered according to the operational instruction by the user,

displaying an appearance selection screen for displaying one appearance selected from a plurality of appearances, and

displaying motion selection icons for allowing the virtual game character having a selected appearance to move,

wherein said motion selection icons are serially toggled by the user to determine the type of motion, and

wherein said motion of said virtual game character is established by operating a selection icon adjacent said motion selection icons.

2. (canceled)

3. (original) The recording medium according to Claim 1, wherein the program further comprises a step of displaying a personality setting screen for the virtual game character for which at least the appearance was selected.

4. (currently amended) The recording medium according to Claim 1, wherein the program further comprises a step of displaying a screen for setting a conversation language for the virtual game character ~~for which at least the appearance was selected.~~

5. (currently amended) A recording medium having recorded therein a program and data used on a program execution system which comprises a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request as an operational instruction into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises ~~a step~~ the steps of raising one or more virtual game characters displayed on the display device; and

~~the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on the operational instruction by the user corresponding to a generated event~~

generating an event for virtual marrying of a marriageable virtual game character of the one or more virtual game characters by informing one or more other virtual game characters of said marriageable virtual game character.

wherein a premarital interview is arranged, solicited and conducted by said marriageable virtual game character.

6. (currently amended) The recording medium according to Claim 5, wherein the character raising step further comprises a step of determining motion of the one or more virtual game characters ~~based on the set conductor information.~~

7. (currently amended) The recording medium according to Claim 5, wherein the ~~character raising step further comprises a step of~~ generating an event for virtually marrying; occurs through a network, the marriageable virtual game character being raised under raising by the user ~~to and the one or more other another virtual game characters under raising being raised by~~ another user.

8. (original) The recording medium according to Claim 7, wherein the step for generating an event comprises a step of informing the user of a virtual game character who attained the marriageable age from one or more virtual game characters.

9. (canceled)

10. (currently amended) A computer-readable and -executable program used on a program execution system which comprising a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises ~~a step of the steps of~~ generating a virtual game character based at least on appearance and personality parameters of the virtual game character entered according to an operational instruction by the user,

displaying an appearance selection screen for displaying one appearance selected from a plurality of appearances, and

displaying motion selection icons for allowing the virtual game character having a selected appearance to move,

wherein said motion selection icons are serially toggled by the user to determine the type of motion, and

wherein said motion of said virtual game character is established by operating a selection icon adjacent said motion selection icons.

11 (currently amended) A computer-readable and -executable program used on a program execution system which comprises a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises ~~a step the steps of~~ raising one or more virtual game characters displayed on the display device, and

~~the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on an operational instruction by the user corresponding to a generated event~~

generating an event for virtual marrying of a marriageable virtual game character of the one or more virtual game characters by informing one or more other virtual game characters of said marriageable virtual game character.

wherein a premarital interview is arranged, solicited and conducted by said marriageable virtual game character.

12. (currently amended) A program execution system comprising a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request as an operational instruction into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program to be executed on the program execution device comprises a step ~~the steps of~~ generating a virtual game character based at least on appearance and personality parameters of the virtual game character entered according to the operational instruction by the user,

displaying an appearance selection screen for displaying one appearance selected from a plurality of appearances, and

displaying motion selection icons for allowing the virtual game character having a selected appearance to move,

wherein said motion selection icons are serially toggled by the user to determine the type of motion, and

wherein said motion of said virtual game character is established by operating a selection icon adjacent said motion selection icons.

13. (currently amended) A program execution system comprising a program execution device for executing various programs, at least one operational device for allowing a user to

enter an operation request as an operational instruction into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises ~~a step~~ the steps of raising one or more virtual game characters displayed on the display device; and

~~the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on the operational instruction by the user corresponding to a generated event~~

generating an event for virtual marrying of a marriageable virtual game character of the one or more virtual game characters by informing one or more other virtual game characters of said marriageable virtual game character.

wherein a premarital interview is arranged, solicited and conducted by said marriageable virtual game character.

14. (currently amended) A program execution device for executing various programs, to which an operational device for outputting user's operation request and a display device for displaying images are connectable;

wherein the program comprises ~~a step~~ the steps of generating a virtual game character based at least on appearance and personality parameters of the virtual game character entered according to an operational instruction by such user,

displaying an appearance selection screen for displaying one appearance selected from a plurality of appearances, and

displaying motion selection icons for allowing the virtual game character having a selected appearance to move,

wherein said motion selection icons are serially toggled by the user to determine the type of motion, and

wherein said motion of said virtual game character is established by operating a selection icon adjacent said motion selection icons.

15. (currently amended) A program execution device for executing various programs, to which an operational device for outputting user's operation request and a display device for displaying images are connectable;

wherein the program comprises a step of raising one or more virtual game characters displayed on the display device; and

~~the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on an operational instruction by the user corresponding to a generated event~~

generative an event for virtual marrying of a marriageable virtual game character of the one or more virtual game characters by informing one or more other virtual game characters of said marriageable virtual game character.

wherein a premarital interview is arranged, solicited and conducted by said marriageable virtual game character.